SPEC OPS II
ΩMEGA SQUAD

Dreamcast

Action Adventure

Military Simulation

RUNECRAFT

ripcord GAMES

T–41704N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.
If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.
In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.
To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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SPEC OPS II
OMEGA SQUAD

Introduction

Welcome to *Spec Ops II: Omega Squad*, the sequel to the realistic, genre-creating, military sim, *Spec Ops: US Army Rangers*. Now on Sega Dreamcast you'll have the opportunity to control an elite US Army Special Operations soldier on missions around the world, based on events ripped from today's headlines.

Getting Started
Main Menu

New Game– Begin a new game.
Resume Game – Continue a previously saved game.
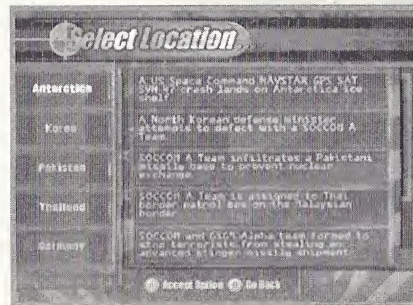**Options** – Configure Sound and Gameplay options.

Getting Started

Before you start, click Options to choose Random or Fixed enemies and set the difficulty level, then continue to the Mission Selection and Loadout screens.
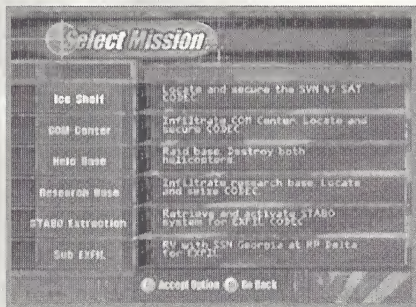

Mission Location
After you've chosen a geographic location, choose a specific mission.

Select Soldier's Basic Loadout

Select among Foot Soldier (Infantry), Grenadier, Machine Gunner, Sniper, Close-Quarters or Demolition. Each has a different basic weapons loadout, which you can change on the Loadout screen.

Specific Mission

When a mission is selected, you'll see its mission briefing. Pay close attention to the briefing, as understanding the objectives is important to good equipment loadout.

Loadout Screen

The list of items currently carried is on the far left. You can delete an item by highlighting it and tapping A.

To change the basic loadout, use the pull-down menu on the bottom right. You can select among Foot Soldier, Grenadier, Machine Gunner, Sniper, Close-Quarters or Demolition.

The red bar at the bottom indicates how much weight your soldier is carrying and how much more he can carry.

Campaign & Promotions

As you successfully complete missions, you will get promoted, provided you stay alive. Replacements for killed Rangers will start out at the lowest rank.

Weapons

You have a wide range of weaponry from which to choose.

AK 47	7.62mm Assault Rifle– The Terrorist's best friend.
ChiCom	7.62mm Assault Rifle.
M16+M203	5.62mm Assault Rifle and Grenade Launcher.
HK69A1	40mm Grenade Launcher.
M249	5.62mm SAW.
M240	7.62mm Machine-gun.
M82.	50 cal Sniper Rifle – Infrared Scope capable.
L96A1	7.62mm Sniper Rifle – Infrared Scope capable.
MP5	9mm Submachinegun - Silenced.
UZI	9mm Submachinegun – Silenced.
M4	5.62mm Assault Rifle – Infrared Scope capable.
OICW	20mm XM and Assault Rifle.
SAS	7.62mm Assault Rifle – Infrared Scope capable.
Steyr AUG	5.62mm Assault Rifle – Infrared Scope capable.
Hechler Koch MGN	7.62mm Machine-gun.
LR300	5.62mm Assault Rifle – Infrared Scope capable.
Rocky Mt. Patriot	5.62mm Assault Rifle – Infrared Scope capable.
Vektor	"Bullpup" 5.62mm XM Rifle – Infrared Scope capable.
NEOSTEAD	12 gauge CQB Shotgun – Close Quarters combat weapon.
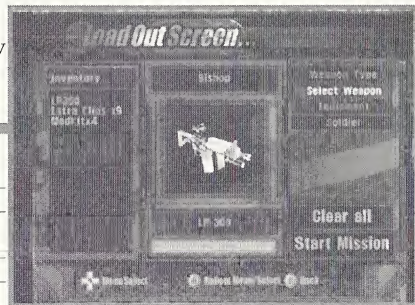
Equipment
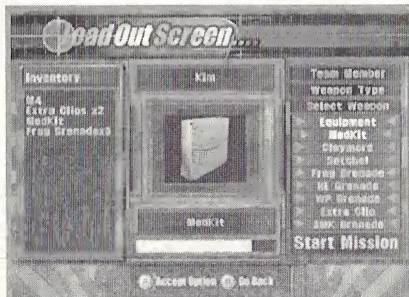
Medkit – Blood Plasma, which will restore the health of your Ranger.

Claymore – (M18 AP Mine) – Once placed, can only be triggered remotely with the "Clacker."

Satchel Charge (C4 High Explosive) – A very large explosive charge capable of destroying all targets. The charge has a timer of approximately 10 seconds.

M9 Frag Grenade HE Grenade A – The standard anti-personnel grenade.

M4 Smoke Grenade: Colored Smoke Grenade – Useful for providing smoke to cover your attack or retreat.

HE Devastator Grenade XM HE Grenade – Large, powerful grenade. Take cover as soon as you have thrown this grenade as it has a large blast radius.

M13 WP Grenade – A White Phosphor Grenade that starts fires which can consume enemies.

Extra Clip – An extra magazine for the primary weapon. Depending the weapon, a clip can contain between 8 – 100 rounds.

When you're finished equipping your Ranger, select "Start" to begin the mission. See "Playing the Game" below for game play and controller details.
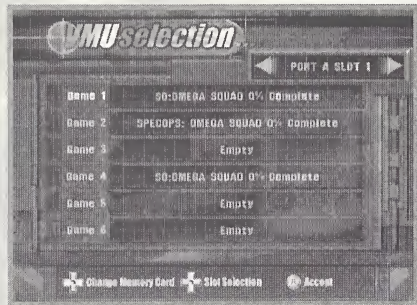
Save/Load Game
(VMU Selection)

Loading

Highlight a saved game, and tap **A** to resume where you left off. (While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.)

Saving

From the main title screen, pressing the START Button will take you to the VMU selection screen. If you do not have a VMU inserted, or if your VMU does not have 17 free blocks, you will be alerted that saving will not be possible, although you will still be able to play. With a VMU and adequate free blocks, select the VMU to save your game to, select a game, and press the **A** Button. (As the game auto saves to the same place every time, the VMU has to remain in the same controller port and slot while playing the game.)

Auto-save

Every time you complete a mission, it is automatically saved to the VMU.

Note: If VMU is absent at save time and the **Y** Button is pressed, no subsequent save will be uploaded to the VMU. In order for the game to recognize the VMU again, the card must be loaded from the last save point.
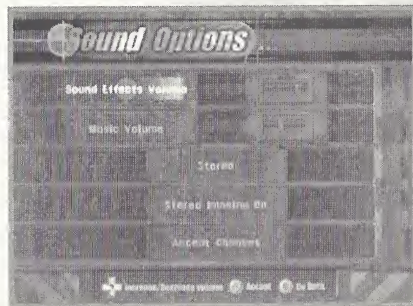
Warning

Never disconnect the VMU while exchanging data with another VMU. Also note that leaving VMUs connected for a long period of time will shorten battery life considerably.

Options

You can adjust the volume of the in-game music and sound effects by adjusting the volume and SFX slider bar. Your preferences are saved to the VMU.
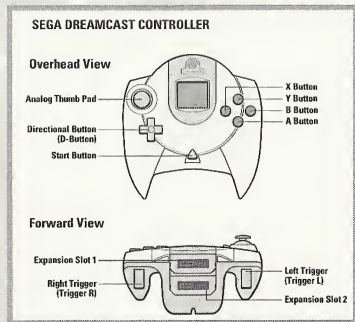
Note: If the Sega Dreamcast console is set to mono, any in-game stereo options you choose will be overridden.

Playing The Game

Control System

SEGA DREAMCAST CONTROLLER

Overhead View

- Analog Thumb Pad
- Directional Button (D-Button)
- Start Button
- X Button
- Y Button
- B Button
- A Button

Forward View

- Expansion Slot 1
- Right Trigger (Trigger R)
- Left Trigger (Trigger L)
- Expansion Slot 2

SEGA DREAMCAST JUMP PACK™

Important Note:

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

Spec Ops II: Omega Squad is a 1-player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast Controllers and/or other peripheral equipment into the Control Ports of the Sega Dreamcast.

To reset the Sega Dreamcast and return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **Start** Buttons.

Playing The Game

Y — Move Forward

A — Move Backward

X — Running Strafe Left

B — Running Strafe Right

Analog Thumb Pad — Aim/ Turn Left/Right

Posture	Action
D Button Down	Cycle through Posture Standing/Crouching/Prone
X/B (When Prone)	Roll Left/Right

Weapons Aiming/ Firing & Scope Selection	Action
Analog Thumb Pad	Aim Weapon/Grenade Arc
Right Trigger	Fire Primary Weapon
Left Trigger + Right Trigger	Fire Secondary Weapon
Feather Left Trigger	Auto Target (Handicapped in 1st Person)
D Button Up	Cycle through Scopes
D Button Right	Cycle through NV & Binoculars
D Button Left	Cycle Through Weapons

Menu System	Action
Left Trigger + Up	Toggle Menu On/Off (only turns menu on, not off)
D Button	Navigate Menu
A	Confirm Selection
B	Cancel Menu/Go Back

Emergency Use	Action
Left Trigger + Right	Use Medkit
Left Trigger + Left	Use Inventory Item
Left Trigger + Down	Reload

Other Menu Options (Camera Views)	Action
Left Trigger + Up	Toggle Menu On
X	Select Views
D Button (Up and Down)	Cycle Through Views (See Page 20 for information on Camera views)
X	Confirm Selection
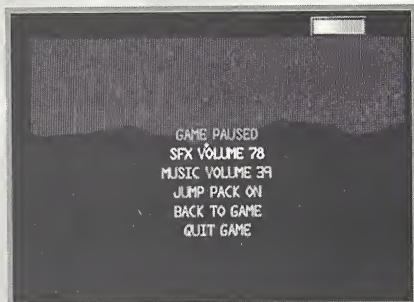
In Game Options

Pressing START on the controller will pause the game and bring up a menu. Sound effects and music can be configured, or you can restart the mission by quitting to the main menu.

GAME PAUSED
SFX VOLUME 78
MUSIC VOLUME 39
JUMP PACK ON
BACK TO GAME
QUIT GAME

Other Options	Action
"Start"	Pauses game & brings up an Options Menu. Press again to resume game
Back to game	Returns to game action
Music Volume	Changes in-game volume
Jump Pack	Toggles the Jump Pack On and Off
SFX Volume	Changes in-game volume
Exit to Menu	Takes you back to the Front end Title screen

Please Note:

When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

Screen Layout

Health – The health bar initially is green, then red and finally black as health is lost.

ViewSelection Icons

Equipment Selection Icons

Weapon Selection, Ammo Counter & Magazines Remaining (Grenade launcher rounds also appear here.)

3RD PERSON

Ranger's name and GPS directional help.

Icon Type Message Box
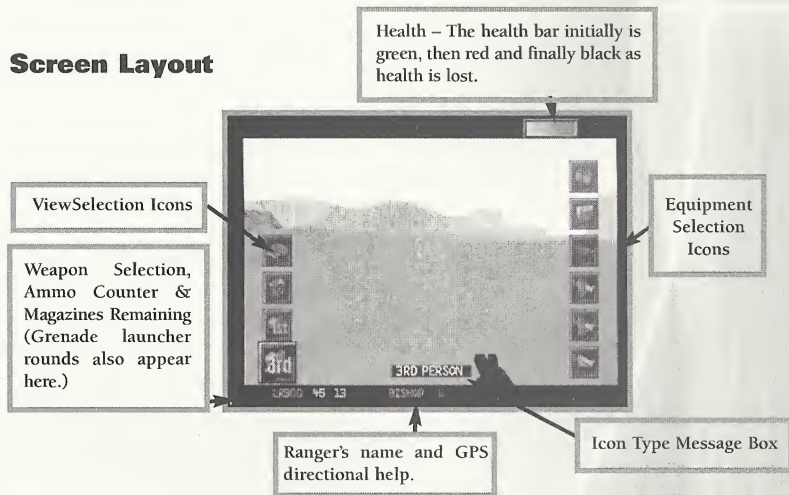
Basic Techniques

Aiming and Firing

Position your crosshair over the target using the Analog Thumb Pad, and press R-Trigger to fire the currently selected weapon. When the cross-hair is over a target, a text message will appear in the bottom right of the screen informing you whether the target is hostile (yellow) or friendly (blue).

Note: "Auto Targeting" is available on all skill levels; the cross-hair can be made to "snap to" the nearest target by "feathering" the L-Trigger. For more realistic gameplay, Auto-Targeting has been handicapped in 1st person view.

If R-Trigger is held down, automatic weapons will continue to fire until the magazine is emptied.

Secondary Weapons

The M16 + M203 and OICW have under barrel grenade launchers. To fire the grenade launcher, hold down L-Trigger and press R-Trigger.

Movement

Your Ranger can be made to run forward, back, left, and right using the A, B, X, Y Buttons.

Changing Posture

Your Ranger can change his posture depending on the tactical situation, usually to avoid being spotted or targeted. Pressing Down will cycle from standing to crouching to prone.

Advanced Techniques

Strafing

Running in one direction and firing in another will get you out of a lot of jams.

Press **X** or **B** to strafe left or right. The soldier will run in that direction, with his weapon aimed 45 degrees to the side.

Actions While Prone

Roll Left and Right:

If you come under fire when prone, try to evade by rolling left and right. Also useful for rolling out of cover to surprise opponents.

Press **X** or **B** on the controller to roll left or right.

Crawl out of Trouble:

From time to time your Ranger will find himself in some sticky situations. Go prone, and more often than not he'll crawl (and even climb) out of the jam.

Using the Equipment Menu System

Overview

To access the menu system, press the L-Trigger + Up button. The Equipment Menu appears on the right.

Each menu option icon can be cycled through (press Up or Down on the D Button) and placed in the Selector Frame at the bottom of the Menu Options. Press A to confirm the selection.

The Equipment Menu

Selecting a Weapon
If the you are carrying more than one weapon in your inventory, you can change weapons by pressing A or by pressing Left on D Button .

Reloading a Weapon
To reload to a full magazine, press L-Trigger and Down. The current magazine will be replaced with a new one; any rounds remaining in the exchanged magazine will be lost. Don't waste ammo, but reload often!
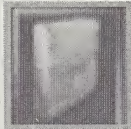
Using a Medpack
Use a blood plasma pack to heal an injured Ranger to full health. Open the menu and place the blood plasma pack in the selector frame and press A. To use it, press L-Trigger and D Button Right.

Using Crosshairs, Scopes & Binoculars
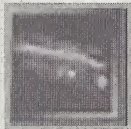
Scopes Icon
Pressing Up on the Controller D Button will cycle through the available scope options.

Selecting a Cross-Hair Type

Cross Hairs
Default aiming aid.
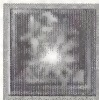
Red Dot
Realistic aiming aid (acessed through the Menu).

Scope Types

Sniper Scope (D Button Up)
Pin-point accuracy at long range.

Night Vision (D Button Right)
Allows you to navigate the environment at night. Night Vision is also useful for spotting hidden mines. (Defaults to this mode on night missions.)

Infra Red (D Button Up)
The heat signatures of potential threats appear in white, making concealed enemies easier to spot, although it's harder to differentiate actual threats from civilians and hostages.
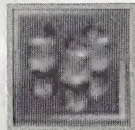
Binoculars (D Button Right)
Binoculars offer a wider view of the terrain than rifle scopes. They are extremely useful when scouting ahead, especially for spotting snipers. You cannot fire weapons while using binoculars.

Playing The Game

Using Explosive Devices

Throwing Grenades

To throw a grenade, set the direction and the arc of the toss by orienting your Ranger. Select the grenade type to throw from the Equipment Menu and press the A Button to throw it. You can also arm the grenade in the menu and ready it for a 'quick-throw' press L-Trigger and D Button left when you're ready to hurl it.

    Throwing grenades accurately is difficult, so practice often. Note that grenades thrown from the prone position will not fly far.
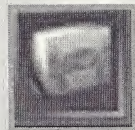
Setting a Satchel Charge

Use satchel charges to destroy large targets. To deploy, maneuver close to the target and select the satchel icon and press A. You'll have ten seconds before the charge detonates. Make sure your Ranger is far from the blast.

Setting a Claymore

Setting claymores is just like setting satchels, except instead of a timer, they are detonated with a 'clacker.' After you've placed the charge, select the clacker from the equipment menu and place it in the selector frame. Press A to detonate the mine.

Playing The Game

Picking Up & Dropping Weapons & Objects

Pick Up Item Icon

You can pick up dropped weapons if you are running low on ammo or find a more suitable weapon.

Drop Weapon Icon

You can drop weapons to discard weapons that have run out of ammunition.

Using Other Equipment

Radio

If you forget your mission objectives, use the radio to re-iterate the mission briefing.
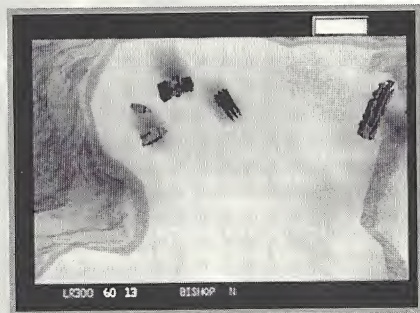
Flashlight

Allows you to illuminate dark areas; unfortunately it also makes you highly visible to everybody else.

Playing The Game

Map Screen

Calling up the map gives an overhead view of the terrain, and the relative position of your Ranger.

Other Menu Options

1st Person View – This is a Green Berets' eye view, and offers the most realistic way of playing Spec Ops II: Omega Squad. Note: Auto Targeting will not be accurate in this view.

3rd Person View – This view is puts the camera above and behind your Ranger. This view is most useful for negotiating ladders, and offers a slightly higher perspective of the terrain ahead.

Drop Camera –You can drop a camera on the floor and move away from it for a cinematic, 3rd Person View Point. Select a previous view mode to exit from drop camera.

Credits

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